Ard Ghel | Witcher Wiki

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Ard Ghel

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Ard Ghel

Information

Variation(s)

Great Glacier

Type

Ice sheet

Location

Around the North Pole

Appearance(s)

Books

The Tower of the Swallow (mentioned)
The Lady of the Lake (mentioned)

Other

Wiedźmin: Gra Wyobraźni (mentioned)
The Witcher Thursdays

Ard Ghel (Elder Speech for **Great Glacier**)[1] is the world's northern polar ice cap.

Overview

Both polar ice caps of the planet cover larger surface than those of Old Earth.[2] Ard Ghel surrounds the North Pole and borders Far North's tundras and northernmost mountain chains in the south; venturing from the Pole into another direction would perhaps lead

one into foreign lands unknown to the Nordlings, albeit even the Aen Ghele who inhabit the Glacier do not tend to travel that far.

The ice sheet is up to three miles thick in its maximum. It is not static -- due to the ongoing glaciation, some of its streams advance southwards as fast as half a mile per year.[1] According to research conducted independently by both Avallac'h and Nimue verch Wledyr ap Gwyn, the entire civilization of the northern hemisphere is eventually doomed to extinction, covered beneath the spreading glacier by the 46th century AR.[3][4]

The following is based on *The Witcher Thursdays* and may contradict Andrzej Sapkowski's works or R. Talsorian Games' official *The Witcher Role-Playing Game* line.

Ard Ghel is primarily a frigid wasteland, only sparsely dotted with occasional nunataks and crevasses within the ice. Even the ice giants fear to venture into the heart of the glacier, preferring to keep solid ground beneath their feet; the undisputed rulers here are the white dragons, whose frost breath makes the heaviest snows of Yamurlak seem like a warm blanket in comparison. They hunt animals and snow monsters on the glacier and in the surrounding mountains and the tundram yet they do not hesitate to prey upon the supplies stockpilled by the Aen Ghele (or upon the Aen Ghele themselves).

Underneath this snowy dome, one can find a web of glacier caves that surround heat-giving geysers and volcanoes, water reservoirs with a thriving biosphere, and deposits of rare metals and gemstones rivaling in size those of Kovir and Poviss.[1]

End of *The Witcher Thursdays* content.

Notes

References

Countries and regions in *The Witcher*

Northern Kingdoms	• Aedirn
	  ◦ Dol Blathanna
	  ◦ Lower Aedirn
	  ◦ Upper Aedirn
	• Brokilon
	• Cidaris
	  Bremervoord
	• Cintra
	  ◦ Attre
	  ◦ Erlenwald
	  ◦ Strept

- Hengfors League
  - Barefield
  - Caingorn
  - Carnedd
  - Creyden
  - Crinfrid
  - Hengfors
  - Malleore
  - Tammerfors
- Kaedwen
  - Lakeland March
  - Lower March
  - Upper March
  - Western March
  - Hertch
  - Vespaden
- Kovir and Poviss
  - Creyden
  - Kovir
  - Narok
  - Poviss
  - Talgar
  - Velhad
- Lyria and Rivia
  - Lyria
  - Rivia
- Redania
  - Arcsea
  - Gelibol
  - Novigrad
  - Riverside
  - Yamurlak
- Skellige
  - An Skellig
  - Ard Skellig
  - Faroe
  - Hindarsfjall
  - Spikeroog
  - Undvik
- Temeria
  - Angren
  - Brugge
  - Ellander
  - Mahakam
  - Maribor
  - Pontaria
  - Sodden
  - Transriver
  - Velen
- Saskia's Free State
- Verden

Nilfgaardian Empire	• Cintra
	  ◦ Attre
	  ◦ Erlenwald
	  ◦ Strept
	• Daerlan
	• Ebbing
	  ◦ Neveugen
	  ◦ Salm
	  ◦ Venendal
	• Etolia
	• Gemmera
	• Geso
	• Lower Alba
	• Mag Turga
	  Sudduth
	• Magne
	• Metinna
	  ◦ Metinna
	  ◦ Maecht
	  ◦ Mag Deira
	• Nazair
	• Rowan
	• Ruach
	• Slopes
	• Toussaint
	• Vicovaro
	• Winneburg
	• Ymlac

Eastern Lands	• Hakland • Korath desert • Wastelands • Zerrikania
Far South	• Barsa • Hannu • Melukka • Ofir • Zangvebar

Western Continent	Eastern Coast
	  ◦ Fabiola
	  ◦ Silk Islands

Former Regions	• Emblonia • Kerack • Upper Sodden • Lower Sodden